

GHQ, 28100 Woodside Road, Shorewood, MN 55331 USA • (612) 374-2693 • www.ghqmodels.com March-April 2014 Modeling Excellence Since 1967

# GORE FORCE WWII MICRO SQUAD SCENARIO

Gore Force depicts the assault on February 20th, 1943 by elements of the DAK Assault Group and 10th Panzer Division against Gore Force, an ad hoc battalion-sized unit formed from elements of the 26th Armored Brigade. Gore Force was a truly combined arms formation, with a tank company fielding seven Valentine and four Crusader tanks, a motorized infantry battalion, a battery of 25-lbrs guns, and an anti-tank gun troop.

#### SPECIAL RULES

- 12.1 Unit Determination
- 12.2 The Hot Shot!
- 12.3 Intuitive Action
- 12.6 It's Jammed!
- 12.9 Fire Support Allocation

#### SCENARIO LENGTH - 20 TURNS

#### INITIAL DEPLOYMENT

- 1. All German units except the 190th Artillery Battalion may enter the map anywhere along the south edge of the board on game turn one or after.
- 2. The German 190th Artillery Battalion is deployed off either the south or east edge of the map.
- 3. The German player must plot all indirect artillery fire for game turns 1–6. This must be done before any U.S. units are placed on the map. He may designate 2 additional stands as FO stands.
- 4. All British and U.S. units are placed on the table anywhere on or north of the British set-up line (see map).
- 5. The Allied player may deploy up to 14 light improved positions
- 6. Battery F, 2nd Royal Horse Artillery, is deployed off the north edge of the map.
- 7. The British player must plot all indirect artillery fire for game turns 1–6. This must be done before any German units enter the map on game turn 1. He may designate 2 additional stands as FO stands.
- 8. All GHQ and HQ stands serve as Forward Observer (FO) stands.
- 9. Both sides may designate any additional infantry stand to serve as a Forward Observer (FO) stand.

## BRITISH FORCES **GORE FORCE**

Cohesion = 14Break Point = 98

C Squadron, 2nd Lothians

1st Troop:

4 x Crusader III

2nd Troop:

3 x Valentine IX

3rd Troop:

3 x Valentine IX

Squadron HQ: 2 x Valentine IX,

1 x Valentine IX HQ (FO)

Company C, 10th Battalion, Royal Buffs

1st Platoon:

2 x Infantry '39

2nd Platoon:

2 x Infantry '39

3rd Platoon:

2 x Infantry '39

MG Platoon:

2 x MMG, 2 x Bren Carrier

Scout Platoon:

8 x Bren Carrier

ATG Troop:

4 x 6-lbr ATG, 4 x Light Truck

Company HQ:

1 x Infantry HQ (+1 GHQ - FO),

1 x 3" Mortar (1),

2 x Light Truck

Battery F, 2nd Royal Horse Artillery - Off Board

8 x 25-lbr (6 fire missions each - 48 fire missions total - a maximum of 8 fire missions per turn)

Elements, U.S. 805th Tank Destroyer Battalion 5 x M-3 GMC

## **VICTORY CONDITIONS**

The Allied player (British and U.S. forces) must the prevent the German player from exiting 20% of his stands off north edge of the board as long as possible. Empty German halftrack and truck stands do not count towards this requirement.

Levels of victory are:

< 11 Turns - Decisive German Victory

< 16 Turns - Tactical German Victory

< 20 Turns - Minor German Victory

> 10 Turns - Minor Allied Victory

> 15 Turns - Tactical Allied Victory

> 19 Turns - Decisive Allied Victory

## **GERMAN FORCES**

Cohesion = 16

### ELEMENTS, IOTH PANZER DIVISION

1st Bttn, 8th Panzer Regt. (Break Point = 71)

1st Company:

10 x PzIIIIJ, 1 x PzIIIJ HQ

2nd Company:

9 x PzIVF2, 1 x PzIVF2 HQ

3rd Company:

4 x MarderII

Battalion HQ:

1 x PzIVF2 (+1 GHQ - FO)

Elements, 10th Motorcycle Battalion

(Break Point = 118)

1st Company:

8 x Motorcycle Infantry,

1 x Motorcycle MMG,

1 x 81mm Stummel Mortar (2),

1 x Motorcycle HQ, 1 x Light Truck

2nd Company:

7 x Motorcycle Infantry,

1 x Motorcycle MMG,

1 x 81mm Stummel Mortar (2),

1 x Motorcycle HQ,

1 x Light Truck

3rd Company:

7 x Panzergrenadier '41,

1 x Inf. HO, 8 x SdKfz 251/1,

2 x SdKfz 251/2,

2 x SdKfz 251/9

Battalion HQ:

1 x Inf. HQ (+1 GHQ - FO),

1 x SdKfz 251/1

2nd Battalion, 86th Panzergrenadier Regiment (Break Point = 88)

1st Company:

7 x PzGren '41, 1 x MMG,

1 x 81mm Stummel Mortar (2),

2 x 50mm PaK38,

2 x Lightt Tractor, 1 x Inf. HQ

2nd Company:

5 x PzGren '41, 1 x MMG,

1 x 81mm Stummel Mortar (2),

1 x Inf. HQ, 2 x 50mm PAK38,

2 x Light Tractor

3rd Company:

6 x PzGren '41, 1 x MMG,

1 x Inf. HQ, 1 x 50mm PAK38,

1 x Light Tractor

Battalion HQ:

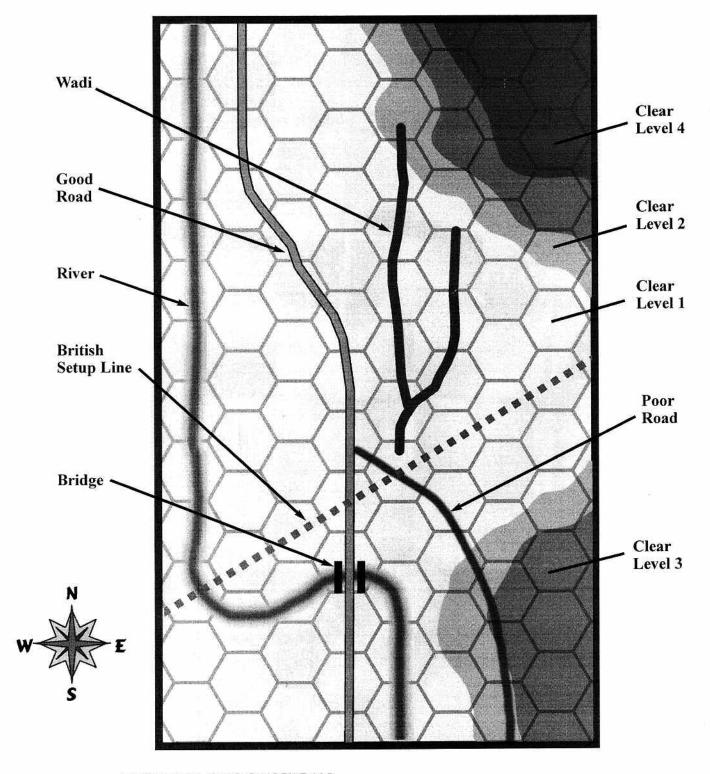
1 x Inf. HQ (+1 GHQ - FO),

1 x Light Truck

Elements, 190th Artillery Battalion - Off Board

8x 105mm Howitzer (13 fire missions each - 104 fire missions total - a max. of 8 fire missions per turn)

# GORE FORCE - FEBRUARY 20, 1943



## TERRAIN SUGGESTIONS

- 1. The map should be approximately 60" (North to South) x 36" (East to West)
- 2. The wadis are treated as depressions (one inch) wide.
- 3. Maximum sighting distance is 1500 yards (75 inches).
- 4. The river can only be crossed via the bridge.

#### BIBLIOGRAPHY

This is a short list of materials available on the battles fought during the Kasserine counteroffensive in February 1943.

- 1. "The Battle for North Africa 1940-43", W.G.F. Jackson, Mason/Charter, 1975.
- "U.S. Army in World War II Mediterranean Theatre of Operations Northwest Africa: Seizing the Initiative in the West", George F. Howe, Center of Military History - United States Army, 1957.
- 3. "Kasserine Pass", Martin Blumenson, Houghton Mifflin, 1967.
- 4. "An Army at Dawn", Rick Atkinson, Henry Holt, 2002.
- 5. "Seek, Strike, and Destroy: U.S. Army Tank Destroyer Doctrine in World War II", Dr. Christopher R. Gabel, Combat Studies Institute, 1985.
- 6. "Kasserine", Jean Paul Pallud, After the Battle #134, 2006.
- 7. "Handbook on German Military Forces", U.S War Department, Louisiana State University Press, 1990.

- George Chrestensen



Place your order safely on our secure website: www.ghqmodels.com